

# ***A METHOD FOR THE AUTOMATIC GENERATION OF COMPUTER PROGRAMS WHICH INTERACT WITH EXISTING OBJECTS***

## **Abstract of Disclosure**

A method for developing an application for interacting with one or more external objects where a Workbench program receives the initial instructions from the software developer and queries the external objects which are to interact with the application to obtain sufficient information to interact with the external objects. A Built Project is produced by the Workbench which contains a series of instructions for a Runtime program to produce an application which interacts with the external objects. The Runtime takes the Built Project and using a runtime environment such as the JRE, builds the desired application. The purpose of the Runtime is to reproduce the user interface that was designed using the Workbench and connect that user interface to the specified external objects. Once it performs this function, the Runtime's job is done. The end user only directly interacts with the Built Project and the resulting application, not the Workbench nor the Runtime.

Figures

Figure 1: A diagram illustrating the relationship between the variables  $x$  and  $y$ . The horizontal axis is labeled  $x$  and the vertical axis is labeled  $y$ . A curve is plotted in the first quadrant, starting from the origin and increasing as  $x$  increases. The curve is labeled  $y = f(x)$ . The area under the curve from  $x = 0$  to  $x = a$  is shaded and labeled  $\int_0^a f(x) dx$ . The area under the curve from  $x = a$  to  $x = b$  is shaded and labeled  $\int_a^b f(x) dx$ . The total area under the curve from  $x = 0$  to  $x = b$  is shaded and labeled  $\int_0^b f(x) dx$ .